



COOK'S ENDEAVOUR

A Step-by-step Quick-Start guide to the Apple Version

Even if you're impatient and keen to get started, please make a working copy of your master disc first and put the original in a safe place.

- After the Title Screen appears, press the space bar, and when DATA diskette message appears on the screen, turn your disk over, reinsert the disk, and press the space bar again. After the credit screens, you can enter Y and press RETURN if you want to see the background information. Otherwise, enter N.

Hint: Pressing the space bar before "Botany Bay" starts playing, will take you ... quietly into the credit screen.

- Now, enter a new crew name by pressing one of the arrow keys until you have highlighted a row. (When it's highlighted, it's red). Then, press RETURN. Enter your crew name and press RETURN again.

Hint: Going into Port is not always easy as Cook found out try approaching from another direction.

- The Port Screen will appear showing the date at the top of the screen. After a few seconds, you'll be asked 'How many days in port?'. Enter 10 and press RETURN. (If you don't want to stay, just press RETURN to choose the highlighted option 'Set a course'. This loads the Navigation Screen and you can set sail).

If you're staying in port, you'll now have some time to make preparations. Where will you head? A good first stop is Madeira. To find it's position, check the 'Port Information' screen. Press the down arrow key once to highlight 'Port Information' and then press RETURN. Select 'Madeira' using the arrow keys and press RETURN.

Note it's position, read the message then press SPACE. Press ESCAPE to return to the Port Screen..

The first time you set sail, your ship should be fully supplied and in good condition so you don't really need to check each of the report options. But, you can if you want to. To choose any option, highlight it using the arrow keys and press RETURN.

Hint: If the message 'How many days in port?', appears again, enter the number of days you want to remain in port to check on supplies, crews, etc.

- When you're ready to set sail, choose 'Set a course' and then RETURN.

- Press the left arrow key several times to point the compass 'South' and press the up arrow key twice to sail for two days. As you "look around the horizon" in various directions you may see land, sea or coast. Press RETURN.

Hint: Before a long voyage don't forget to check your ration intervals.

- After two days, you are automatically returned to the Navigation Screen and you have to set a new course. This time, set SW for 7 days and press RETURN.
- Now, sail SSW for 3 days. By now, depending on the currents and the winds, you should be near your destination. Check your position and then head for port.

Note: You may get some messages or have to make some decisions while you are sailing. Follow the instructions on the screen.

- Stay 20 days here. You'll need to take on fresh supplies. Choose 'Supplies' and then press RETURN. Now, press the down arrow key until you highlight 'Water'. Enter 9000 and then press RETURN. Take on board any other rations you think you might need. When you've finished, press ESCAPE.

Hint: Don't forget to take account of the rate of decay of your supplies. In particular you may need to reduce some of your remaining supplies when you put into a port so that your new supplies aren't "contaminated" proportionally by those remaining.

- Try heading for Rio. Check it's latitude and longitude and then choose 'Set a course'.
Now, you're on your own ... Good luck and remember, you'll find much more helpful information in the Resource Kit..

- If you want to save your current position, press 8 and then press the SPACE bar. You can then continue or you can press 9 to quit.

Hint: At the Botany Bay activity, all reefs and sandbars are shown when you ask for the "birds eye view"; however they will only appear as you approach them if you select the non birds eye option. When the ship is safely anchored, the ship report and seamanship rating are now incorporated on the final report.

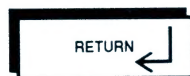
You might want to go to Rio and Tahiti after you complete your activities to check the state of your ship and your supply levels.

Important Keys

Some keys are very important when you are using *Cook's Endeavour*. Here's a guide to help you locate them on the keyboard.



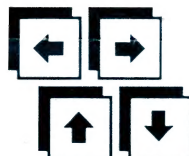
Use the Open Apple, CTRL keys and the RESET key to get started. After that, make sure you don't touch the RESET Key.



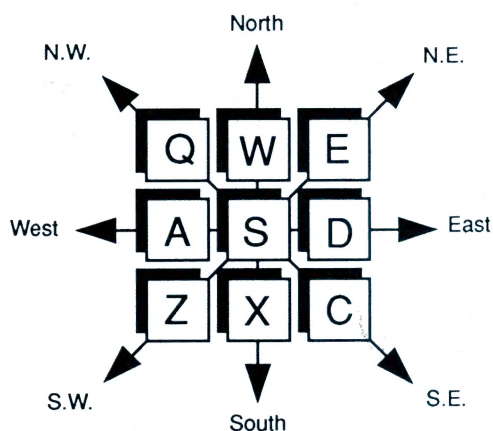
Use the RETURN ↵ key to make selections from menus, to enter any values after you type them, or to select anything you've highlighted using the arrow keys.



Use the ESC key to exit from a sub option (e.g. veiwing the Port information) to the previous screen. Sometimes, pressing ESC, cancels any choices just made.



Use the ARROW keys to highlight menu options or options in a list. You also use the ARROW keys in the *Navigation Screen* to choose the number of days to sail for and the direction.



These are the SAILING keys. Each represents a different direction in which you can sail the ship. Use them in the following activities:

- The Longitude Puzzle
- Botany Bay
- The Great Barrier Reef